

## ABSTRACT

A method and system for displaying an markup language based Web page on a handheld device having a relatively small display is disclosed. The method includes loading a Web page designed for viewing in, for example, SVGA resolution. The page is stored in a virtual memory (204) in the device in the form of horizontal and vertical pixels. The horizontal and vertical pixels are read from the virtual memory (204) in separate horizontal pixel and vertical pixel bit streams. The horizontal pixel bit stream is fed through a horizontal pixel counter (206) that flag certain pixels for removal by a horizontal pixel filter (207). Similarly, the vertical pixel bit stream is fed through a vertical pixel counter (208) that flag certain pixels for removal by a vertical pixel filter (209). The remaining pixels are stored in a display memory (210) and are presented on the handheld device display (212).

Figure 2

400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500